

LEPANTO

4-EVER



This is issue #52 (97.03, May 97) of *Lepanto 4-ever* which is currently published about 5-weekly by Per Ö Westling. The editorial address is Östanvägen 10, S-61135 Nyköping, Sweden. Phone either 0155-247273 (work), 0155-215426 (home) or 070-7753106 (with answering machine). E-mail is: L4E@algonet.se

Normal issue: Cost 16 SEK or 1.40 UK pounds (including postage anywhere in the world).

Freebies (for a published article, used standby orders and/or wins in some games) are worth at least SEK 16 (£1.4) to your subscription account or to cover game fees if you are a trader.

The best way to pay within Sweden is to send cash, or use my "PG" which is 630912-5513

Waiting lists:

If no details appear by a list these can be found in a previous issue. Underlined names: preference list on file.

Open for anyone

1. **Rocky II (By Popular Demand):** A new season will start next issue. You can find the details right at the end of the last round of

Rocky (I).

2. **Metropolis (Dictionary)** [GM PW] Starts next issue. Anyone can enter at any time. Learn more about the details in the game start that can be found right after *Rocky* and right before *The Hidden*
3. **Black British Press Winter 1900 Real Gunboat Diplomacy** [GM PW]: Another game of this variant, or if you prefer any other version let me know. Waiting: 1 player (without pseudonym/waiting list).
4. **Standard Diplomacy** [GM PW]: Joost Staffhorst, Leif Kjetil Tvilberg. Is there interest to make this an e-mail game with biweekly deadlines?
5. **Railway Rivals** [GM PW]: I have decided to start one game on the Austrian map (3-4 players) and another on the Swiss map (3-4 players here as well). New players are very welcome — just ask for the rules if you need them. Waiting: Mark Stretch [both], Michael Pargman, Leif Kjetil Tvilberg, Brad Martin [both]. It seems there will be another game for you 4, but we will have to wait until next time to see if Leif Kjetil is still around.
6. **Beginner's Railway Rivals** [GM PW]: As it seems it is more or less the same players all the time I will try to run a game for people that have never played RR before. We will use a simple map and no fancy rules. Let me know if you need the rules. Waiting: Pitt Crandlemire.
7. **History of the World** [GM PW]: PBM Rules

Deadline for #53 is Tuesday 10th June 1997.

appear in #45. Standbys: Pitt Crandlemire. Another game based on Gihan's new rules: Bandy, Pitt?, Ward Narhi.

8. **Civilization:** Brad Martin, Nicklas Hjalmarsson, Ola Hansson, Gihan Bandaranaike. Standby: Pitt Crandlemire. PBM rules appear in #43.
9. **Faith & Sword** [GM PW]: Waiting for a new game: None!
10. **Gops:** Rules in #50. Starts this issue right after *The Hidden*. If there is interest I might start another game. Need 3-5 players to start another game.
11. **Capitalist Dip** [GM PW]. A combination of Bourse and Gunboat. Rules appeared in #45 but just ask if you need them. *Send in a pseudonym to add to the waiting list.* Needs at least 5 players, but can take any number. One player on the list. Needs a pseudonym.
11. **The Banquette of Borgia** [GM PW?]. Rules appear in #51. Waiting (first and family name supplied underlined): John Robillard, Brad Martin, Pitt Crandlemire, Ward Narhi
12. **Energy** [GM Björn W]. See the subzeen. Waiting list for this game (and others Björn run) should appear on his pages in the future.
13. **Eleusis** [GM Björn W]. See the subzeen.

Other games: Just name what you want to play (or what you want to GM) and I will consider it.



Withering bytes

Uh-oh... this is late. And I still did not get any story written about WDC! Next time, maybe.

After some trouble eventually I got the homepages up and running. You should visit these if you are wondering about any rules of the games running or on the waiting list (although some does not appear, e.g. Faith & the Sword), or if you need info about future conventions. I do not plan today to get any webzeen up, although I might publish a diminished, web suited issue eventually as a complement, to attract on-

line readers to the zeen. Starting point for my website is
<http://www.algonet.se/~L4E>

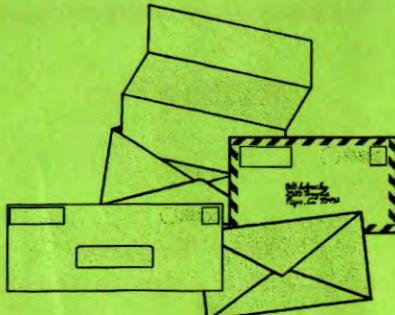
Suggestions for other stuff to put there is welcome.

As I read *ALOS* as well as *Carpe Diem* it is natural that I would finally also get dragged into the readership of the third zeen of the London triumvirate: *The Freaky Fungus*. TFF is Toby Harris' latest zeen attempt, after *Smodnoc* went from a zeen, to a subzeen some years ago. TFF also has incorporated Shaun Derrick's subzeen *The Globetrotter* (that once appeared within the pages of this zeen as well) from the folded *Spring Offensive*, which is actually reincorporated as *Globetrotter* actually started its life as a subzeen in *Smodnoc*.

So what do TFF contain? It is a stronghold for Diplomacy, but even so the issue I have contains an impressive total of 18 pages of chat, letters, articles and over reading stuff of a grand total of 30 pages.

The tone in the zeen are unmistakably Tobyish, and quite cliquish, but if you have met some of the Brits this shant be a problem. Still, the zeen has quite an international touch with several WDC attendees appearing. Speaking of WDC 7 Toby has written a good article about his doings there (or at least what he remembered from it, Vic remembers more in *ALOS...*)

To get into the action and play some Dip write to Toby at 47 Kingfisher Court, Bridge Road, East Molesey, Surrey KT8 9HN, England.



Käre Per

Sad news

Stephen Agar [from T2W3 #2]: "It is with great sadness that I have to pass on the news that Bob Kendrick died on 26th February 1997. Bob was a great character and a hardened Diplomacy player. You will recall that it was Bob who in his first postal game back in 70's took a 2 centre Germany to an 18 centre win, a feat I chronicled in **T2W3** No.1 because I wanted to make sure that Bob was still with us to enjoy the memory. But he wasn't just a great postal player, he also won the National Diplomacy Championship, not once but twice. The sight of Bob hunched over the Diplomacy board, waving his cigar wildly, was a sight that intimidated many a novice. I'm not sure how old Bob was, but late 30's I'd guess. I had known that he was dying for some time, even since he told me at MidCon 95 that he didn't expect to be around for MidCon 96. That fact that he did make it was a testament to his tenacity. Bob didn't suffer fools gladly, and his definition of fools was a very broad one, but I always found him very personable indeed on the occasions when we met. When the call came a couple of days after he died to tell me that he was dead, it wasn't a surprise. But although I didn't know him well, the pang of loss was unmistakable."

((Bob was one of the first to attend international cons on a regular basis. Together with Shaun he did attend EDC 2 in Linköping, there many Swedes got to know him. We Swedes also met him at WDC 4 at ManorCon. He was sort of adopted by the Swedish hobby, so when he (as only Brit) attended EDC 4 in Oslo last summer he was put as a team member in one of the three Swedish teams.

Bob will be missed.))

Previous issue

Conrad von Metzke [26 Feb]: "For your new game to come, I would be willing to play any of the three ideas you've offered. I am not especially fond of *Fictionary Dictionary*, but will still try if that's what you choose. The "Poesimästarna" seems fascinating and I'd love to try it, but wouldn't that be an immense amount of work for you? As for another By Popular Demand, well you know very well I'd be in for

that, why do you even bother to ask? (Oh - it was a general question, wasn't it?)

*((Well, my original plan on choosing *Rocky* as a name was to use *Rocky 2* as the name of the game during the second year, and so on.*

Fictionary Dictionary can be fun. I will give it a try just to see if it works out.

Poesimästarna I did try once in L4E without generating much interest. But I did run a game in Dipsosis, one of the earlier of the New Generation zeens in Sweden, which was quite successful. The version I was intending to run was not based on poetry (poesi) but prose (prosa). Anyway, as you say that could mean some work for me and I am trying to avoid that right now. Maybe further on.))

Pitt Crandlemire [19 Apr]: "Regarding your question on what to do next, my vote is: do all three! BPD is quick, easy, and fun to play and GM, as is Fic Dic. Poesimästarna sounds like it would be very interesting, too."

((This sums up the comments I got regarding my question. As y'all can see above I am leaning towards BPD and Rocky.))

Mark Stretch [2 Apr]: "Re Tolkien last time, I was referring to King Edward's, Birmingham. Afterwards, he went to Oxford, but the Exeter college rather than Jesus which I went to. Our famous alumni there was Lawrence of Arabia."

Jan Balkeståhl [3 Apr]: "Very nice that you have decided to run "Borgias Bord" in L4E, and that you have translated it to English. I and my brother Peter did start a translation of the game, but we stopped with the name. Which is the reason for this e-mail, we reached the conclusion that the literal translations "the Table of Borgia" or "Table of Borgia" didn't entirely catch the mood and not at all the alliteration of the Swedish name. We would appreciate it very much if you would use this name in L4E.

Regards, Jan Balkeståhl, spiritual father of Banquette of Borgia

And no, I would not like to be GM for it."

((I didn't expect you would. Hopefully you will continue to run Camelot even after Avalonia has folded, if not in this zeen (hm?) then maybe in Milou.

*Name corrected in the zeen as well as the home page.
The rules didn't answer everything:))*

Ward Narhi [3 Apr]: "In Table of Borgia a couple of questions:

1. How do you win? Or does the game end?
2. Does table placement actually denote anything in regards to the game other than seniority?
3. Can you exchange plates with anyone and can you exchange your own plate?"

((I assumed there was no winning criteria as such. Over to Jan:))

Jan replies: "Correct, in the PBM version (the original) there is no victory criteria. In the convention version the winner is the one being Prince when the game ends, and second the family to have been Prince the longest time. We first tried with having the longest time as the winning criteria, but then the game had a clear winner already after just over half the time."

((So, it is not completely clear how the game should be run in the zeen. I am open for suggestions. How about collection status points to your family?))

For the second question the placement denotes current status which is the same as seniority.

The third question: Yes and yes.))

WDC 7 / GothCon

John Robillard [9 Apr]: "I am already losing track of what happened at Gothcon. Partly it's my usual lousy memory, partly due, I think, to the fact that I was so tired at the final board that I was running on automatic after 1903. I would really like to get hold of the moves made on that board. I remember holding off a combined attack by England and Italy but nothing of what happened thereafter until I make a mistake (which may not have been a mistake) with A Mar. It will be interesting to see how well the "Pink Bunnies" did."

((Yes, playing so many games can be quite a pressure. First time I did this, I think, was at EDC in Oslo.))

Haven't seen the final results yet but I think the ended 5th place, quite good. It would have been better if I had captured one more

center from Gihan in my game as then I would have won the game instead of a shared second behind Gihan's Austria.))

Pitt Crandlemire [19 Apr]: "It was a pleasure to meet you at WDC VII in Goteborg. I had a great time (even if I was subjected to the "Kill the Champ" syndrome in the tournament itself...:-) There's always next year and I hope I'll see you in Chapel Hill. In the meantime, L4E will give me a chance to stay up to date on the Swedish hobby."

((Sorry you did not do better. Should have warned you about Mattias Jerrewing in our game...))

Haven't decided upon Chapel Hill yet, although I think I have both the time and the finances to make the trip. Maybe I do a trip like the Swedes going to Ohio last year, one week on one place and one week in North Carolina. Any recommendations?

It would also be interesting to here if any other Swedes are planning to go. The only one I know that has stated that he wont go was Borger. He had an unfortunate game experience with one of the other Americans (no reader of this zeen) which got him to loose interest in going.))

Berry Renken: "The whole Gothenburg experience (both the city and the WDC) was most interesting. I thought, be it a bit hectic ☺ I'd have liked to spend a couple more days there!?"

((How about trying that for next year? Yes, GothCon is every year, and as it was so successful "we" have already started to make plans for '98. More details about this further on.))

James "Harry" Hardy: "Brilliant night out on Sunday — do you remember any of it? Tee hee!"

((Everything.))

Thibault Constan [20 Apr]: "I'm a little late but I want to say a big "thank you" for your help & the rooms in Goteborg. It was very king ((sic)) of you for this help."

((I hope the good relations resulting from EDC and WDC this year will continue, and also flow over to other national conventions with international participation.))

Larry Peery [10 Apr]: "Just a note on behalf of all the Americans who attended to thank you, and all those who worked on the GOTHCON/WDC VII event, for a great time!"

There is no doubt in my mind that this was the best WDC event yet, and it sets a high standard for Chapel Hill and Namur to surpass, let alone meet. But, with enough nagging from :-), I'm sure they will."

((So do I. In hindsight I also regard WDC as one of the top conventions I've been to.))

"I was very fortunate that the rest of my holiday after the Con was also a great success. I'm working on my write-up now, and eagerly looking forward to yours."

((Knowing you I expect quite a story.))

"Leif, don't forget you promised to send me copies of the supply center charts for my last two games. I am embarrassed to admit I don't remember the names of all the players in them. What's worse, I can't even remember the countries I played in my first two games. Oh well..."

((If you send an e-mail to Henrik Andersson he might help you with that.))

"Per, thanx for your help in pointing me in the right direction at the station. I got to Copenhagen with no problem, and my trip home which lasted 20 hours, was only 4 minutes late getting into San Diego."

((Even though the convention was terrific, there was some political intrigue beforehand.))

Bruno-André Giraudon [17 Apr]: "Jean-Louis apologized for what he wrote. All the Belgium Hobby did the same to ANJS's members. This was only the result of a manipulation from certain people who don't want to see new French organization replacing an old one that is nearly dead but still have a malevolent power. For those who don't know some facts :

In 1998, ANJS will organize or support ALL tournaments in France (province included). In 1996, ANJS organized more than 12 tournaments (including French National Championship) with between 40 and 93 players, the national ranking system is currently held by Cyrille Sevin (also President of ANJS and European and World Champion in 1997) and gathered more than 200 games played... Until

today an informal agreement reserved the Province Tournaments to the other French Organization, that's why we organized nothing at this level. But Organizers from Bordeaux, Reims and Montpellier asked us to support them as they didn't receive any answers from the other.

After the manipulation upon Jean-Louis, we considered the previous agreement broken and ANJS will organize the French Cup on the model of the English Championship, with regional Cup.

We never had any thought about WDC in 99 and finally after deep talks with David Hood didn't ask anything for '98 at the WDC after announcing a bid on internet. We found very funny the way people reacted with false informations about WDC 99 bid! For the future, it would be more serious for L4E to verify the news and statements published.

About my primary concern about diplomacy, I must admit that I have big financial interest : in fact, since 1981 (you know, I'm a Newbie!), I have collected an enormous amount of money thanks to Diplomacy and by the years 2002 or 2003, I will have enough to buy a new copy of the game as the old one doesn't look very good. After, I think I will repeat these machiavellic schemes for 20 years to offer a Diplomacy Box to my girlfriend (if she is still there).

More seriously, it is true that I try to start a game company, as Edi Birsan did, but I do not think a minute that I will change my attitude toward Diplomacy. My primary concern is to see more and more people enjoying this game I like so much, this is not very rational and I waste a lot of time in the process (and money too...). That's why I launched the idea of a World Federation of Diplomacy, but it is an other story...

Diplofriendly yours."

((I hope France will resolve its internal conflicts, and that it will not spill over too much into the international hobby.))

The French can be united outwards as has been seen at other conventions, as well as I received about the same comment about checking the facts from four different French players during WDC 7!

When it comes to my actions I based them on the information I received. The French bids for '98 and '99 I learnt from non-French

sources. This might have been a mix up with the EDC as the French hobby did have two bids then! (A national hobby should try to unite behind one bid, it has been done before, even between rivaling factions in other hobbies.)

Anyway, as I explained last time my indignation was based on a perceived threat to what I regard as the WDC spirit.

Regarding L4E I would like to point out that this is letter column in a Diplomacy fanzine. It is not the letter column of any high brow magazine. I, and anyone else, is free to make comments. Sometimes they might be biased, sometimes false, sometimes blunt, but this is an open forum.

Finally, I am hoping this little storm has blown over by now, or that it will soon. Let us instead concentrate on improving on the international relations that got such a good foundation at EDC in Namur and WDC in Göteborg. Let us do this by attending the French championship in Paris, ManorCon, WDC 8 in USA, EDC 6 in Bedford, and so on. Let us keep the friendly tone, and save the sharpened daggers for the Diplomacy games...))

Rocky

Lars Berglund: "I'll have to go with Spurs, although I think Man United or Liverpool will get more votes. But Spurs have been my favourite team since I was five years old and you can't deny that a team where players like Hoddle, Ardiles, Archibald, Perryman, Waddle and even Gary Lineker played deserves to be mentioned in your fanzine. I almost forgot another hero who often played at White Hart Lane — Garth Crooks — an underrated goalscorer with a cool name."

((Didn't Jürg Klinsman play for Tottenham once as well? Personally, the British favorite team has always been Manchester United, since 1970 or so. But I enjoy viewing good play by any international team, be it Brazil national team, Juventus or Ajax. Or Dortmund for that matter. United have trouble scoring internationally, which in some parts have something to do with British players in general being too slow. Anyway, United just lost 0-1 to Borussia Dortmund [0-2 on aggregate] and the latter will be playing Juventus in the UEFA

Champions League final 28 May. A game to look forward to!))

El Gordo

Brent McKee [7 Apr]: "City to get the 2004 Olympics - Rome Tempting though it is to go with either Cape Town or Buenos Aires, I suspect that the crime problem in the former and suspected economic instability in the other rule them out. While Athens should have gotten the centennial games, since the problems that the city was accused of having were just as big in Atlanta, the fact remains that the problems do exist. This brings it down to Stockholm and Rome, and if the decision not to go to Toronto in 1996 is any indication the protests against the games in Stockholm may weigh against the city. I suspect it will be Rome and I hope I'm wrong."

((Judging by recent polls the attitude has become more positive in Sweden, but still they have to sway quite a few more. My main beef is that Sweden never have managed to get any Winter Olympics!)

Also, for other reasons I would prefer to give the games to a "new" country and/or continent. But why should IOC listen to anything but money talk (e.g. Atlanta, which went from a dull city waiting for an Olympic game to a dully city that had hosted one.) So, I am afraid you are right.))

Michael Pargman [15 Apr]: "As for my entries for the Oscars: It was in the last moment that I put together my orders and I hardly had any time to look for information. Most of the other entries I least had some knowledge of, even though I didn't know there would be elections in the UK (then I would not have put down John Major). *((No, leave Tony to put down John - Ed.))* But when it came to the Oscars I didn't know anything, the only film I'd seen was Fargo but I didn't think it was a film for the Oscar jury. Also I thought the nominations had already been made. I thought that it would be embarrassing to send in entries of non-nominated winners if the nominations had already been made and that I had missed that. So I sat down and scanned the web for Academy awards. It was as impossible as anything else you try to find there. But then I found someone who published film reviews and

looked through what he said about best films of the year. And that was how I picked "The English Patient".

((As was seen be the entries, many missed the nominations completely. That will also happen with some other categories. If anyone have better categories, let me know.

A good Web page for movies and related stuff are: <http://us.imdb.com>))

Miscellaneous

Rich Goranson [5 Apr]: ((Editor of *Forlorn Hope*)) "I will start up again once my health and finances improve. (Taking a month without pay really threw my finances in a quandry)."

((I went thru such a period around 1992, with very little income, loosing some kilos of weight due to eating very little, and so on. It was an "interesting" experience to see that end of life. Somehow I managed to keep the zeen alive.

Hope to see you back when your situation improves.))

"Harry": "Thanks for the tapes! *Whale* is excellent (esp. "Pay for me"). Chris in work has heard them before. Wow!"

((Yes, *Whale* is excellent. I failed to go to their premiere concert which actually was held in Linköping last year. Actually, I think *Whale* was more of a "Spinal Tap" band, more or less a ploy, in the beginning, but it has evolved. One of the band members, Henrik Schyffert, is actually one of my favorite artist, being an actor, comedian, writer, etc. I might tape one of his trick phone calls (made famous in Sweden from the radio show Hassan). Don't worry, there are some English ones.))

Leif Bergman [12 Apr]: "[Swedish Championships in Lund 8-11 May.] We will be visited by the gents Toby Harris and Gihan Banderdanike, as it looks now. This must of course be repaid. I will go to ManorCon and if I remember correctly you know about some trip from Nyköping. It would be nice if that info would appear in *Mu* as there has been quite an interest (well) for this. Among others BvK, Per Holmgren, Elin Lindström and you (?) have said they would go. With a few more we might

collect a team and show those Brits who decides :-). Do you want to be trip leader?"

((No really, but I might be anyway. Regarding the trip from Nyköping there has been talk about an air line going from Skavsta outside Nyköping to London (Stanstead) for 990 SEK (including return). I will spread information about this as soon as I know the definite details. But if anyone is interested to join a Swedish ManorCon team (we need 7 for a team) contact me, Leif or BvK.))

"Today a few weeks after WDC, I believe it to be a success of huge proportions. What do you think? Have you received feedback from the rest of the world? Hopefully this will give the Swedish hobby a growing number of people involved in the fannish part."

((Hope so. For feedback see other places in the zeen, but in general the feedback has been very positive.))

"I think you should run the poll one more year. I think it has a function that, although slightly decreased, still is important."

((I will probably run the poll this year as well, but if the number of zeens and/or votes decrease more I don't see any reason to keep it going.))

"Have you seen Woddy [sic] Allen's new one ((Everybody says I love you' - PW)), it is really, really good. Fun, fast (for Woddy) and actually contains a few thought provokers.

((Your recommendation finally made me go and see it. Yes, I think it is one of Allen's best movies. He is usually most fun when he has that funny, kind of fantastic, mode, like in The Red Rose of Cairo.))

"I have also seen *Mars Attack*, a film that might be fun to see. It is a half-successful attempt to make some kind of pulpish film with a classical S-F theme. They do not quite succeed, but what can you expect; it is not 50's any more."

((I was a bit disappointed by this one, although I appreciated parts of it. I think Ed Wood did a better work of appreciating the films of the 50's although it concentrated on Ed Wood's 'turkey movies' (e.g. Plane Nine from Outer Space). Still *Mars Attacks* is worth the time spent viewing it.))

Who wants to go by subway

by Robert Almqvist

When I convinced my fiancee that Stockholm was a better city for us than London, the excellently planned and well functioning local traffic net was part of the campaign.

— Sure you have better restaurants and sure *Les Miserables* cost just 200 crowns and is always up, but would it not be nice with a subway on time?

At last she was swept away by my persuasion, but she at least made an irrevocable demand: no subway and no bus, we would go by car to the work. Period.

Two months later when we were sitting on the subway home she says: How nice it is with the subway. Always on time, one almost ever gets a seat and often it is quicker than going by car.

As a matter of fact we then lived in the outskirts of Stockholm and easily could go all the way to the office in just short of 20 minutes by subway and 30 minutes by car.

Now we live 25 km outside town but continue to go by bus and subway, and the fiancee questions if we need the car at all.

Enter stage: The net computer.

Wait, don't stop reading, the comparison is clear cut which you should soon realize.

The most of us have a PC or a Mac for our daily work. The computers we have on our desk have a capacity to work as a server of maybe 100 people. So each person is fitted with what a couple of years ago was equivalent to the capacity of a mainframe computer, and what do we do?

Word processing, reading e-mail, surfs, connect ourselves to economy systems and so on. How many of us do really have exceptional applications that require a computer of our own? Very few according to recent surveys.

If so why do we persist in refusing to give up on our expensive pets. Well, why do some people spend 30 minutes queuing, instead of 20 relaxed minutes on the bus reading a magazine.

The answer is freedom. Why by a car with a maximum speed of 230 km/h when the speed limit is 110 km/h and the most time is spent queuing?

The reason is the possibility to do that what one wont do.

When a NC-adversary ((NC = Net PC)) is forced to give up his/her PC (Oracle, Sun and IBM will force the exchange in their head quarters this summer) s/he will realize a bothersome truth: work is at least as easy to do with an NC as it was with the PC.

Some years later we will hear the persons who stated "never an NC on my desk" instead say "why not?"

An acquaintance who would never accept diesel is going around in a diesel powered all-terrain vehicle.

"It can do everything that a petrol powered can except the quick overtaking, but is far far cheaper. Besides, it starts regardless how cold it is, which is more than one can say about the PC. Sorry, I meant the petrol powered."

⌘



Royale

A Diplomacy Variant for the Whole Royal Family

by John Pitre (pitrej@candu.aecl.ca)

Author's note: Royale was inspired by the out-of-print Games Workshop game "Blood Royale". Although the on-board mechanics of Blood Royale are quite different from Diplomacy, I liked the rules for families, marriages and binding agreements. The rules for families and aging are patterned quite closely after Blood Royale. The rules for titles and leaders were culled from other sources, but, if Royale interests you, I highly recommend you track down a copy of Blood Royale, as it is an excellent game and includes some twists and turns that I couldn't think of a way to include in Diplomacy.

Introduction

So. You are starting to feel pretty confident about your Diplomacy ability. And why shouldn't you? You can keep your opponents running in circles with your fallacious promises and devious deals. Your military strategy ensures that you always make the best moves and take advantage of other's military weaknesses, and you can see the board several turns into the future. Its all pretty simple, isn't it?

Of course in Diplomacy, you don't have to contend with many of the problems that faced the rulers of the empires you so ruthlessly control. For instance: your family.

It has often been said that there are two routes for diplomacy, the battlefield and...the marriage chapel. Royale opens the game of Diplomacy to the second route. This is accomplished by giving each power a "family." The members of this "family" age, marry, bear children, and eventually die. They also enter ill-thought out marriages, lead troops in battle with varying degrees of competence, and demand more autonomy from their parents.

The rules to the game itself are the same as standard Diplomacy, with three exceptions:

- binding agreements
- military leadership
- provincial titles

One of the bragging points of Diplomacy is that there is no luck. (Any debate on that point I

will leave to the more learned.) Royale does add luck. Births and deaths are not easily predicted. Neither the sex of children nor their number may be predicted in advance. And the abilities of the characters varies. This may put off some of the purists out there, but while luck is permitted a small role, there is plenty of room for ruthless ability to shine.

I'll explain the general principle of Royale first, then I will discuss each of the three changes. I hope to cover what the change entails and how it is implemented by the GM (for the present, I don't foresee this game being handled completely by computer). I will also briefly discuss how it was used in the test game Royale (currently running on the USEF judge). Fear not, I won't give away any player secrets. This discussion will include the changes that were made to the rules on the fly. If anything, this has been a good course in playtesting a variant. Elements that seemed perfectly clear-cut to me were shown for the thin fabric they actually were when my frighteningly devious playtesters started bending them to their purposes.

The specific rules (as they currently stand, and they are still changing) are available from me.

Happy Families

Prince Geoffrey: I know. You know I know. I know you know I know. We know Henry knows, and Henry knows we know it. [smiles] We're a knowledgeable family.

—from *The Lion in Winter*

Royale looks like standard Diplomacy. You still have the powers, map, and victory conditions of standard Diplomacy. (In fact, It is also perfectly applicable to variants like Modern, Youngstown, and possibly even Payola, although I shudder to think of the implications of adding in families and money). The major difference between Royale and standard Diplomacy is, in fact, found off of the board.

Royale starts out assigning each dynasty (power) a family: a King, a Queen, some children and possibly some relatives (the perfect starting mix hasn't been decided yet). Each dynasty receives the same number of characters, although the sexes may vary between dynasties. The number of starting characters can be set by the GameMaster. Our test game started with:

- King (Age 25)
- Queen (Age 25)
- One son and one other child of either sex (Ages 10 and 5).

Each character has two defining characteristics. One is "constitution," which modifies the possibility of a natural death. The boys have "leadership," which determines how good a military leader they are. The girls have "guile," which can be used to modify their husband's leadership. The characteristics are assigned randomly and range from -2 (very sick or incompetent) through +2 (strong as a horse and a hero, or his brilliant wife).

The characters do not have pieces on the board, *per se*. They do, however, play a central role in that they interact with one another. They may (and to some extent *must*) marry members of other dynasties. They reproduce. They may be in line to inherit titles, when their parents die. They age, and eventually, they die themselves, passing on titles (if they have acquired any) to their children.

Male characters get most of the "goodies" in Royale. Women are mainly there to produce heirs and to secure treaties, which hardly makes them any less valuable. The males may be assigned to military units as leaders. And they may be granted titles to provinces. These titles can pass to the females, but only if there are no male heirs. Sorry, ladies, but life wasn't fair back then.

Marriages tend to make themselves a requirement rather than an option, because without marriages there are no heirs, and without heirs the dynasty will fade away. Also, the characters don't sit quietly and wait for you to use them. They have a tendency to demand things. A son who is a good general will usually get assigned to a military unit right away. But when the King's incompetent son wants to lead

the Tyrolian army, how can a father refuse? They are going to demand titles too. If your nephew is eighth in line to the crown with no hope of resting his bum on the throne, eventually he is going to start asking for something he **can** be in charge of...say, Wales, for instance.

The task for the GameMaster is keeping track of all of this information, including lines of succession. It isn't as difficult as it might sound. Character information tends to change in only one or two turn phases. I use a spreadsheet, which I periodically convert to text and sent to the players via email. I have found that lines of succession can be handled quite easily mathematically. The turns on the board are hand-adjudicated and then the Judge is "manipulated" into making moves such that the map ends up being correct. The on-board portion of Royale can probably be coded for the Internet judge eventually, as the only changes are armies of different sizes (as in Machiavelli) and the existence of new building sites (akin to Chaos).

The turn sequence is essentially the same, except that there are some additional "off-board" phases.

- Spring Builds, Births and Deaths (S16XXB)
- Spring Treaties (Marriages) and Title Assignments (S16XXT)
- Spring Moves (S16XXM)
- Spring Retreats (S16XXM)
- Fall Moves (F16XXR)
- Fall Retreats (F16XXR)

The build phase has been moved to the start of the year rather than the end. The period of years is still under some debate. The current plan has the spring-fall Diplomacy cycle being equal to five years. There has been some suggestion that to speed the characters along their life paths that each of spring and fall should represent five years, and there be Birth/Death and Treaty>Title phases in the "summer" as well. As most of the character information changes takes place in the build phase, character listings are sent in before and after that phase. Players also receive lists of eligible brides, grooms, military leaders, and characters who may be titled.

The Ties that Bind: Marriage

King: And the best way to cement an alliance, of course, is marriage. Therefore, I have decided that you shall marry the Spanish Infanta! (laughs)

Chiswick: (shakes King's hand) Oh, congratulations, Your Majesty!

Harry: Actually, I don't think I can.

King: What? Why not?

Harry: Well, I am already engaged.

King: (louder) What? Who to, boy?

Harry: Princess Leia of Hungary... and the Grand Duchess Ursula of Brandenburg; and Queen Beowulfa of Iceland; and, er (starts to read from a list), Countess Caroline of Luxembourg; Bertha of Flanders; Bertha of Brussels; Bernard of Saxe-Coburg; and Jezebel of Estonia. (Confused about the male name in there, he checks his list) No no no, sorry, that should be Bertha of Saxe-Coburg... (looks shocked at the list) ...and Jeremy of Estonia.

King: Damn, damn, damn, damn! But if I haven't got a son to marry her, then the whole plan falls apart!

— from Blackadder I

Marriage is a ceremony that joins a couple that loves one another and binds them together. In our case it is the binding that is important. Couples must be married before producing children. And each bride and groom must be from different dynasties (we tend to overlook the tendency to be working from a very small gene pool after a few generations). Such a happy occasion makes a good opportunity for forcing some agreements between the happy families.

When the couple gets married their dynasties may make agreements with one another. These agreements are placed on a writ which is administered by the GameMaster. These agreements are not normal Diplomacy agreements, in that they are binding on both parties and are enforced by the GM.

This is a pretty radical departure from the usual frivolous nature of promises in Diplomacy,

and it can lead to difficulties. The agreements are in force as long as both members of the couple are alive. This may be a single turn. It may be many many turns. And, thus, agreements and their implications have to be thought out very carefully.

What can be agreed to? Anything that would normally be agreed to in Diplomacy: proxies, supports, DMZ's, neutral zones, future marriages. Anything within the normal bounds of diplomatic agreements. But once the agreement goes in the writ, it is a binding agreement. What seems like a good idea now may be the rope that hangs you 20 years from now.

Marriages and Writs: Mechanics

This started off being something that worked, and as it grew in importance, it also became trickier for the GM to administer. The original mechanism worked like this: negotiations would take place between the two dynasties. When a suitable agreement had been hammered out, the groom's family would mail the writ (proposed agreement) to the master who would send it to the bride. I made the rule that I would only accept a single writ per couple per turn. The bride could then accept it at her leisure. Once accepted, it was announced and was binding.

However, in keeping with the somewhat devious nature of the game, a groom could send out several proposals, and a bride could receive several. The first one accepted would nullify the other offers from the groom and for the bride. It would also be announced immediately. This seemed fair.

But problems developed. As a hypothetical example, say Turkey (bride) and Russia (groom) have reached an agreement in the first year, long before the deadline. Now if they announce that marriage, then the 'Juggernaut' is seen and the defenses will fall into place quickly and with violence. Thus, they wanted to wait until the last minute before I would announce their marriage. My position is that 'waiting' to announce could be used as a ruse: Turkey could wait until the last moment and then tell Russia, "hey, sorry, I decided to accept the troth of Austria."

Finally, an understanding was reached. A groom could make a proposal to a bride. The bride could then inform the GM that she was accepting with what amounted to a "set wait."

The concession to my sensibilities was that this "set wait" acceptance was clearly not binding. The bride could change her mind, and could the groom could field other proposals which could get accepted. The first proposal accepted was the winner. This put pressure on the players to accept sooner or accept the risk of being left at the altar.

As GM I have had to take a very literal interpretation of the agreements. An early worry about the agreements was that they would quickly escalate into twenty volume legal documents that would take the poor beleaguered GM days and days to sort through before moves took place. And this was the early trend. After a while, though, the number of terms calmed down to more general matters as players realized that either (a) someone would die and the whole thing would disappear before anything useful came out or (b) no one would die and agreements would turn from helpful to handcuffs.

A few standard things started going into writs unless otherwise noted:

- The bride would give up her claim to the throne (this is very important for lines of succession).
- The children would be raised by the father's dynasty.
- Terms of the writ could be escaped by mutual consent sent to the GM.

Another wrinkle which came to light early was the concept that terms of writs would be private and what that meant. Obviously if you have made an offensive pact against Germany, there is no sense in this being broadcast ahead of time. (Although the marriage should be a clue.) Things which alter lines of succession or player properties must be made public. But anything else is considered a private matter, unless specifically denoted as a public term. I had initially ruled that private meant the terms couldn't even be discussed with outside parties, which turned out to be both silly and unworkable. A more sensible solution was to permit player to say anything they wanted about the agreements (true or not). The only provision would be that the GM would not say anything to confirm or deny the contents of the private terms of writs.

An administrative wrinkle was the possibility that, as an example, England has a writ with Germany saying that the two would not attack Belgium, and then England negotiates a new writ with France saying that they **would** attack Belgium. After some discussion, it was decided that the GM had to point out these inconsistencies, but only that the single particular term of the writ was currently invalid.

My Son the General: Leadership

Arthur: Any man who would be a knight and follow a king... follow me!
—from Excalibur

Males eventually have to join the military. It is their duty. For characters with good leadership qualities this is a great bonus, as the units to which they are assigned derive advantages from their presence. However, for every good general, there is the bad general, appointed to a position of power because of his family. They actually make the units worse.

There are five ways to hide a bad general:

- Assign him to an unimportant rear unit (there are always lots of those lying about, right?)
- Assign him to the same unit as his smart cousin (thereby negating the smart cousin).
- Get him a guileful wife to give him ideas (the wife's guile adds to the husband's leadership)
- Get him captured (retreating units have a possibility of having their attached generals captured).
- Have him become King, who is exempt from duty.

So, what are the advantages and disadvantages of the generals? A General with a positive leadership rating turns his unit into an elite unit. These units support and hold normally, but attack with the strength of two. A General with a negative leadership rating turns his unit into a unit which can support and hold normally, but attacks with a strength of zero. All other units behave normally.

Leadership: Mechanics

Edward the Longshanks: The sight of my gentle son would only encourage an enemy to take over the entire country.

—from *Braveheart*

There was a lot of debate and discussion over how to handle this issue. The problem was not so much the elite units, but the "unelite" ones. In the original incarnation I proposed, they were utterly useless. The game would have been dictated by the elites.

In practice, the elites are reminiscent of "nine-hundred pound gorillas." They are pretty darn powerful. But that power comes with a price. They can be beaten back, and if they are forced to retreat, they may lose that valuable leader, thereby collapsing an offensive. Thus, while they carry a lot of offensive weight, this is offset by the fact that they are targets. So the elite units tend to move somewhat slowly and stay away from trouble.

And to complicate this further, once assigned, leaders are stuck with their units. They may not be reassigned, meaning that if things start going badly cannot be recalled to prevent their capture. A captured leader is held by the captors until they deem fit to either return them to their families or to eliminate the captured noble.

There is also the complication that leaders "die," as do their guileful wives, which can leave powerful units stranded without their leader. An elite unit may suddenly find itself very ordinary and surrounded by the very enemy they were pushing around like a schoolyard bully just last season. It makes for more dynamics on the board as the relative strengths of pieces changes.

One Day, My Lad...

[The King gestures to the window.]

King of Swamp Castle: Some day, lad, all this will be yours.

Prince Herbert: What, the curtains?

—from *Monty Python and the Holy Grail*

The final deviation from standard Diplomacy is the granting of titles. Some characters are not

going to become King but they are going to want something to control. Thus, any "non-heir" (not first in line to the crown or another title) male character may be granted a title to some province currently controlled by the dynasty. For instance, Walter, fourth in line to the British throne, may be made the Duke of Gascony (assuming England currently controls Gascony). However this title is more than just a way to keep Walter from loafing around the castle. It allows him to raise armies in Gascony. In short, the granting of titles creates new building sites. These new building sites are not supply centers (unless they normally were). They just allow armies to be built there.

There is a potential drawback to this benefit, as you may have suspected. Armies raised in Gascony belong to the Duke of Gascony. As long as the Duke of Gascony is a member of the English dynasty all is well. But, as the title of Duke of Gascony is passed down from generation to generation, it might not stay in the original dynasty. Thus if Walter should pass the title of Duke of Gascony on to his Turkish nephew, then Turkey would be permitted to build in Gascony (provided Turkey controls it). Even more importantly, any units *previously* built in Gascony are now controlled by the Turk. These rules of succession work for Kings as well. The importance of maintaining the line of succession within your family is of great importance if you want to continue to control your own country. Conversely, getting a foot in the door (so to speak) of one of your rivals can have huge benefits in the case of some untimely deaths in that dynasty.

Title Mechanics

King Henry II: The Vexin's mine.

King Philip of France: By what authority?

King Henry II: It's got my troops all over it; that makes it mine.

—from *The Lion in Winter*

This area has by far caused the most confusion among the playtesters. There are two separate concepts, and though they sound similar, they are not, and they both require caution.

The first concept is lines of succession. When a character is born, it inherits its line from

its parents. Thus if Cesare, King of Italy and Lilith, Princess of England, have a child, that child joins the lines of succession for **both** England and Italy. This means the child is in line for any titles that may be passed down by the death of the current holder. Parents cannot deny this to their children. If the parent is in line for the throne, so is the child.

The second concept is control. Only one dynasty may "control" a character. Typically this is the father's dynasty, but it does not have to be. The dynasty that controls the character gets the benefit of that character. Thus, if Kadazan VIII, controlled by Turkey, is, through lines of succession made King of England, then Turkey controls England (except for the units controlled by English title-holders).

For each of these concepts there is an "out." Succession may be dodged by giving up a character's claim to the throne. Note that this can only be done before a title is acquired and once a claim is renounced, it can't be gotten back. By renouncing his or her claim to a throne, the character is removing himself from consideration for a title. Renouncing of claim is routinely done in marriage writs. Similarly, the control of children produced by a marriage is set out in a marriage writ.

This is an area in which players tend to be very cautious. No one wants to lose the war simply because they weren't careful about making sure that their side of the family raised the kids who were in line to the throne. This generally tends to be the first order of business in marriage writs. But, occasionally, when you really are desperate for an alliance, this point can be pressed.

The ability to build directly in the far off corners of your empire is a great advantage. There is the risk that you can lose those armies at a later date, but the ability to build fleets in far-off oceans should spell the demise of stalemate lines in Royale (as if the variable strength of armies hadn't already fired a cannon at it). Of course, these territories will quickly become targets (much like the leaders) and once again the dynamic changes.

Conclusions

Well, that's an overview of Royale. There is still some tuning and revision to be done, and this will

probably continue through a few more games. While I have used many people as sounding boards for my ideas for Royale, my playtesters have done a wonderful job of helping me hammer my ideas into a working game, and I want to thank them here.

- Jeff Serandos (Emperor Lazlo the Surrounded)
- Jason Osgood (King Nathan I of Fleet)
- Michael Fredericks (King Frederic the Revived)
- John Murphy (Kaiser Robert, the aging boy King)
- Stewart Alexander (King Cesare, the daughter rich and land poor)
- Steve Kucera (Czar Vladimir, the unjustly retreated)
- Thierry Joffrain (Sultan Kadazan IV, and his family of clones)

Without their never-ending quests to find holes in my logic through which to mercilessly stab one another, Royale would have been a poorer game. I salute and thank all of them.

Currently, the outstanding areas of dispute in setting a final version of the rules revolve mostly around the off-board issues: how many characters to start with, and how quickly to age them. There has also been some thought given to "handicapping" the positions. That is, making the families known ahead of time and perhaps "giving points," to the players who are forced to take the less "blessed" families. It will probably take a few fine-tuning runs before we have answers to keep everyone happy.

Questions and comments will be happily addressed by me.

⌘

((This variant was reprinted from the latest issue of Diplomacy Pouch. To read more point your web browser to <http://devel.igo.org/DipPouch/Zine/S1997M>

Blood Royale is one of my favorite board games of all times. I haven't decided if this game should be added to the waiting list. Any thoughts on this?))

Beauty and the Beast #2

Hello again,

Since last time I did attend WorldDipCon in Gothenburg, but I only had time to participate in one game, without much success. Instead of playing Diplomacy, I spent most of the Con playing RPG's. Although my team played very well during the whole con, we only succeeded in winning one prize - an abysmal failure! Still, we had great fun, and I got to play one of the most difficult roles I've ever played - Bessie the Monkey...

I have also found time to watch the first two Star Wars Special Edition movies, and I look forward to The Return of the Jedi. If you haven't seen them yet - shame on you!

Now, let's try out a PBM-game to play in this subzeen. The game is based on a new cardgame called *Eleusis*, invented by someone, whose name I don't know. Per might know as I found it in the same book as he found GOPS in.

PBM-Rules for *Eleusis*: (4 to 10 players)

1. An ordinary pack of cards is used.
2. The GM starts with playing a starter-card, followed by another card, eligible according to the rules (*q. v.*)
3. Every player gets an equal amount of cards.
4. Aces always have the value of 1, not 14.
5. All players play one card.
6. If the played card is allowed according to the rules the player gets one point, if it's disallowed, he scores zero points.
7. The GM display all the cards and put them into any possible order, unless the rules make it impossible.
8. A new round starts (from #5).
9. After a pre-decided number of rounds (probably five, six or seven) the game ends, and all players should together with their last played card describe the rule they think the GM has decided for this game.
10. A correct guess of the rule gives two bonus points.
11. The player with the highest score is the winner.
12. Should a player NMR he simply will not play any card that round.

The rules:

Before the game the GM secretly decide a rule about which cards are eligible. The rule must be stated so that a randomly selected card have at least 20% chance to be accepted, and at least 20% chance not to be accepted. For every game there will be a different rule.

Example: The next card must have the same colour or the same value as the last played card.
Should the last card have been the deuce of spades any deuce or any spade will score one point.

Au revoir,

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PAX GERMANIA #103

subzeen of L4E #52

Rocky (By Popular Demand) - Tenth and last Round

Rk	was	Player	One	Two	Three	Four	Five	Six	B/F	this	TOT
1	1	Michael Pargman	Roxette	Ibsen	Dipl. World	Hockey	Manch. Utd	Sydney	409	60	469
2	2	Göran Karestrand	ABBA	Ibsen	Dipl. World	Hockey	Manch. Utd	Sydney	382	74	456
3	3	Björn Westling	ABBA	Ibsen	Graustark	Hockey	Manch. Utd	Sydney	380	68	448
4	4	Mark Stretch	ABBA	-	TAP	Hockey	Manch. Utd	Sydney	375	58	433
5	8	Borger Borgersen	ABBA	Ibsen	Dipl. World	Hockey	Liverpool	Sydney	332	66	398
6	5	Leif Kjetil Tviberg	NMR!						372	18	390
7	7	Ulf Jiretorn	ACDC	Runesson	Dipl. World	Hockey	Manch. Utd	Sydney	333	50	383
8	12	Conrad von Metzke	ABBA	Ibsen	Dipl. World	Hockey	Manch. Utd	Sydney	299	74	373
9	11	Lars Berglund	ABBA	Ibsen	off-the-shelf	Hockey	Tottenham	Sydney	315	58	373
10	13	Brent McKee	ABBA	Ibsen	Costaguana	Hockey	Manch. Utd	Sydney	292	70	362
11	6	Douglas Kent	ABBA	Hoek	Costaguana	Football	Coventry	Melbourne	336	24	360
12	14	Brad Martin	ABBA	Ibsen	Costaguana	Hockey	Manch. Utd	Sydney	287	70	357
13	10	Ola Hansson	ABBA	Undset	-	Baseball	Liverpool	Sydney	319	35	354
14	9	W Andrew York	ABBA	-	Maniac'sPar.	Soccer	Liverpool	Melbourne	321	23	344
15	15	Leif Bergman	ABBA	Ibsen	Crossing the	Hockey	Arsenal	Sydney	268	58	326
16	17	Jocke Spångberg	AoBase	Ibsen	TAP	Hockey	Manch. Utd	Sydney	252	55	307
17	16	John G Robillard	ABBA	Bjørnst.	Dipl.Pouch	Hockey	-	Sydney	257	48	305
n/a	n/a	Pitt Crandlemire	ABBA	Bjørnstj.	Dipl. World	Hockey	Manch. Utd	Sydney	n/a	67	n/a
	-	(Per Westling)	ABBA	Ibsen	Dipl. World	Hockey	Manch. Utd	Melbourne	(395)	(62)	(457)
(18+)		OTHERS							(n/a)	(18)	(n/a)
		MAXIMUM	15	11	7	15	11	15		74	
		MINIMUM	1	0	0	1	0	3		5	

① [Swedish Rock/Pop group] A bit surprising that ABBA got as many votes as it did, as it is 17 years since they quit. No votes for Cardigan either. Suppose the votes would have been quite different if this would have been a Japanese zeen... ABBA 15, Roxette / Ace of Base / ACDC (!!) 1.

② [Norwegian Author] Several famous ones did not appear, like e.g. Knut Hamsun. Henrik Ibsen 11, Bjørnstjerne Bjørnsen 2, Sigrid Undset / Hoek / Runesson (!) 1.

③ [US PBM/Dip zeen] The hardest category this time. Diplomacy World 7, Costaguana 3, The Abyssinian Prince 2, Maniac's Paradise / off-the-shelf / Graustark / Crossing the Rubicon / Diplomacy Pouch 1.

④ [Sport big in Canada] As expected Hocky got most votes. There are some sports I would have expected to score but didn't; Basketball and any other US mainly sport or Formula One racing. Some mentioned Curling as well. Speaking of

Curling — Interesting that the Swedish male team actually won the Curling world championship just a few weeks ago. That crew will probably be representing Sweden at Nagano.

⑤ [English soccer team] Not unexpectedly United (or "the scum" as Harry would say) got most votes. Manchester United 11, Liverpool 3, Coventry / Tottenham Hotspurs / Arsenal 1.

⑥ [Australian city] Only one mentioned Canberra. Sydney 15, Melbourne 3.

((More comments in the letter column))

Michael started with Roxette but managed to get the high scorers for the rest — enough for a clear win. 2 freebees to Michael for this win, 1 to Göran Karestrand for his second.

Göran also managed to get highest score this turn (for another freebie) together with Conrad. For the new game turn page...

Rocky II - Gamestart

Welcome to a new game of *By Popular Demand*. It will run about the same as Rocky I, with a few minor changes:

- New comers will get the same score as the lowest running one (excluding "lowballers").
- The final scores will be your eight best scores (or sum of all your scores if you have fewer).
- Each round you should choose one of the six categories to *bank on*. Your score for that category will be *doubled*. E.g. if I would have banked on 6 (Australian City) this time I would have scored 3 more points for Melbourne. In essence you will have to decide which popular answer is most popular!

Otherwise the rules remains the same. 10 rounds as before for the yearly competition but a freebie is up for competition each round so you can join at any time.

For round 1 of Rocky II, the letter is U and the categories are

- ① Rock/pop group (active or not)
- ② An author (living or dead)
- ③ A country (except USA)
- ④ A positive attribute
- ⑤ An occupation
- ⑥ Something in the air, sky or space

As is tradition when we have a new game, here comes the presentation of the movie that has given the game its name:

ROCKY II

DIR: Sylvester Stallone. **CAST:** Sylvester Stallone, Carl Weathers, Talia Shire, Burgess Meredith, Burt Young.

The weakest entry in Sylvester Stallone's boxing series, about a down-and-out fighter attempting to prove himself through a rematch with the champ (Carl Weathers). Talia Shire, Burgess Meredith, and Burt Young reprise their series roles in this soaper in the ring. Rated PG. 1979; 119m.

★★

Metropolis

Fictionary Dictionary — Gamestart

Time for a game of Fictionary Dictionary. I plan to run this game for 10 rounds as well, with some kind of prize to the total winner. Probably I will count the 8 best scores as in Rocky II to encourage latecomers.

Rules for fictionary dictionary is simple:

Each round a word will be presented. You should (without research) construct a suitable explanation for that word and send in. The following word the word will be presented, together with a couple of explanations, a least one that will be the correct one. You will now vote for which you think is the correct one. (You may not vote on your own explanation.) Scoring is as follows:

- If you send in the correct explanation you will score exactly two points for the following round. You will not get the opportunity to

send in any explanation of your own for that round.

- For each player voting for your explanation you score one point.
- If you vote for the correct one you score one point.

The word you should define for round One is:

hickwall.

METROPOLIS

★★★★★

DIR: Fritz Lang. **CAST:** Birgitte Helm, Alfred Abel.

Fritz Lang's 1926 creation embodies the fine difference between classic and masterpiece. Using some of the most innovative camerawork in film of any time, it's also an uncannily accurate projection of futuristic society. It is a silent screen triumph. 1926; B&W; 120m.

The Hidden — Press only round

Before presenting the press I will ask one question regarding press by quoting the house rules:

"Press is allowed and encouraged, even from non-players. It comes in two forms, gray and black. Normally gray is used. Gray: Supply center (or similar) are reserved as well as the power followed by Government (short: Govt). Black: Only the government form is reserved, and the player is restricted to 50 words per season using the government form."

I have updated this slightly. Should we make it completely black instead, i.e. anything (except GM headline) goes? Vote with your next orders. ZAT for next round (*builds and press*): See front page.



The Hidden - Press (In alphabetic order)

Aus-Ita: Italian pulcra est. Italia nos delecta. A fleet in VEN and you will be my fried forever.

Aus-Ita: Lepanto?

The Dragon-Keyser Söze: Lets roast the turkey!

Eng Govt-Fra: ECH as DMZ?

Eng Govt-Ger: Want help with taking Swe?

Eng-Fra: I will conquer your land and burn your cities!

Eng-Fra: Let us live in peace, and kill the Germans together.

Fra-Ital: Let's ally against Austria?

Fra-Eng: I have no interest in the Channel

Fra-Ger: Belgium is yours.

France-StP: Please help against England. Block him in Norway and I will attack him in the Channel.

Ita-Aus: I'm going to Tyr, but don't worry it is aimed at Mun.

Ita-Fra: I'm going to Pie, but don't worry, it is just to ensure I get into Tyr.

Ita-Fra: Let us both keep out of Pie. Agreed?

Jungfrau Maria-Keyser Söze: Bounce in BLA?

Kaisern-Churhill: This time I will succeed, you bastard.

Keyser Söze-Jungfrau Maria: I do not belive in God, do you?

The little white puppy didn't know which way to go. He had always believed that Sweden was a very nice little country, but now he suddenly

had the possibility to travel to Norway. He didn't really know if he was allowed to go there or if the dreaded wizard would enspell him, and what could the Thinman do? After some anxiety he decided to try for Norway! From there the news will follow about little Keyser's vacation there.

Neutral Observer-GM: How ugly can this get?

GM-Neurotic Observer: You aint seen nothing yet...

Paris-Russia: Shall we attack Germany together?

Pirate King-Dragon: Friend! I welcome your assistance in ridding the grandeur of Europe from these barbarians to the south. I might even be encouraged to build additional naval forces to do so. After all, I AM the Pirate King!

Pirate King-Jungfrau Maria: Nothing personal...

Pirate King-GM: May I go into Gilbert & Sullivan mode yet?

GM-Pirate King: Is it better than the Gilbert O'Sullivan mode?

The Prince-England: I trust you, I hope you trust me...

...and we should be able to keep the channel a DMZ.

The Prince-Germany: No quarrel with you I want.

The Prince-Italy: We should be the best of friends.

Prince-Pirate King: Can we have peace? I'll have to consider a F ROM build as potentially hostile.

The Prince-The World: What once was a peaceful place...

Russia-France: How about an alliance to take out England and Germany?

Thinman-Wizard of Oz: You are a humbug!

The Tsar-Kaisern: If you move to Tyrolia we can work against Austria. Otherwise I will have to attack you.

The Tsar-England: I take Nwy and you go south, comprende????

Tur-Aus: Dear neighbour; Let us divide the Balkan between us. I'll help you in the north, while I expect your help for my expansion westwards. GRE and BUL are mine, while you get RUM and SER. OK?

Tur-Aus: Can we work together. I will certainly try. What about an RAT-alliance?

Tur-Ita: Convince me not to build F Smy and attack into Ion. If you can...

Tur-Rus: Peace. I will build F Smy, so you will not have to fear a turkish invasion of russian mainland. Let's move west.

Wizard of Oz-all: Feel free to come to me, and I will help you with my magical powers!

Star Trek: The Cage

Gamestart of GOPS

Players in this game: Lars Berglund, Pitt Crandlemire, Michael Pargman.

You each start with a suit of bidding cards, Ace up to King (1 to 13). Suit irrelevant. You should bid with cards for the point cards (one bidding card for each point card). The point cards will be presented one at a time in order.

For each round two point cards will be presented except the last one when the three last will be presented, i.e. a total of 6 rounds.

In case of an NMR I will pick bidding cards randomly, although standing orders are allowed.

So, for round One the point cards at stake are:

1. Seven
2. Five

Remaining point cards:

A, 2, 3, 4, 6, 8, 9, T, J, Q, K.

Star Maiden ID2:3/NDW (Inför 1906)

	Ulf (A)	LeifKjetil(E)	
Start	\$23	\$16	\$39
France	\$17	\$ 0	Austrian
Germany	\$ 6	\$ 0	Austrian
Saved	\$ 0	\$16	\$16

Leif-Kjetil DIM:ade även här, även om det inte har någon större betydelse. Dags för "the final blow?"



El Gordo 1997

Since last time the following categories were resolved:

Individual Champion WDC: *Cyrille Sevin.* Inge Kjøl might have given him a fight if he had chosen to compete, but he choose Magic instead... Is the Norwegian hobby going down?

Oscar Male Lead: *Geoffrey Rush ("Shine").*

Huh? Not sure I've heard of either.

Oscar Female Lead: *Frances McDormand ("Fargo").* Is on my list on videos to rent as soon as I get time for some viewing.

Oscar Best Film: *The English Patient.* Another I haven't seen yet but it is still screened in Sweden.

Per Westling	Lars Berglund	Björn Westling	Mark Stretch	Michael Pargman
1. Germany	Belgium	UK	Eire	France
2. Europe	Europe	Africa	North America	Europe
3. Colorado	Colorado	Colorado	Chicago	Colorado
4. ManchesterUtd	Liverpool	Newcastle	Newcastle	Liverpool
5. Norway	Norway	Norway	Germany	Norway
6. Schumacher	Villeneuve	Villeneuve	Schumacher	Villeneuve
7. Pete Sampras	Pete Sampras	Pete Sampras	Pete Sampras	Pete Sampras
8. (Inge Kjøl) 0.00	(Inge Kjøl) 0.00	(von Knorring) 0.0	(Toby Harris) 0.0	(von Knorring) 0
11. 10	8	9	10	7
12. Tony Blair	John Major	Tony Blair	John Major	John Major
13. Aftonbladet	Aftonbladet	Expressen	Aftonbladet	Aftonbladet
14. (Brad Pitt) 0	(S. Jackson) 0.0	(S. Buscemi) 0.00	(Tom Hanks) 0.0	(DWashington) 0
15. (G. Paltrow) 0.0	(S. Bullock) 0.0	(G. Paltrow) 0.00	(E. Thompson) 0	McDormand 5.0
16. (Seven) 0.00	(Ind. Day) 0.00	(Fargo) 0.00	(Rob Roy) 0	English Patient 5
17. Martina Hingis	Steffi Graf	Monica Seles	Steffi Graf	Steffi Graf
19. Ferrari	Ferrari	Williams	Ferrari	Williams
20. Sweden	Sweden	Finland	Sweden	Sweden
21. Cape Town	Rome	Rome	Cape Town	Rome
Bf.	3.75	3.75	3.75	3.75
Σ	3.75	3.75	3.75	13.75

Ulf Jiretorn	Leif Kjetil Tviberg	Leif Bergman	Brent McKee	Pitt Crandlemire
1. France	UK	Eire	Eire	Eire
2. Europe	North America	Europe	Asia	North America
3. NY Islanders	NY Rangers	Toronto	Colorado	Detroit R W
4. Manchester Utd	Newcastle	Arsenal	Liverpool	Manchester Utd
5. Sweden	Norway	Denmark	-	Norway
6. Senna!	Schumacher	Schumacher	Villeneuve	Villeneuve
7. Boris Becker	Andre Agassi	Boris Becker	Sampras	Sampras
8. (von Knorring) 0.00	(Inge Kjøl) 0.00	(NilsLindeberg) 0	(vonKnorring) 0	(Leif Bergman!) 0
11. 8	6	9	9	10
12. Tony Blair	Tony Blair	John Major	Tony Blair	John Major
13. Aftonbladet	Aftonbladet	Aftonbladet	Aftonbladet	Aftonbladet
14. (Kevin Costner) 0.0	(Mel Gibson) 0.00	(Al Pacino) 0.00	(Ralph Feines)	(Ralph Feines) 0
15. (M Richardson) 0.0	(Geena Davids) 0	(Madonna) 0.00	McDormond 5	(Diane Keaton) 0
16. (My b. Picasso) 0.00	(Chain Reaction) 0	(S. Spielberg!!) 0	English Patient	(Fargo) 0.00
17. Steffi Graf	Steffi Graf	Steffi Graf	Steffi Graf	Steffi Graf
19. Lotus	Ferrari	Williams	Williams	Williams
20. Sweden	Sweden	Sweden	Finland	Sweden
21. Stockholm	-	Cape Town	Rome	Athens
Bf.	1.50	0.00	1.50	0.00
Σ	1.50	0.00	1.50	10.00

James Joyce's Women [1389 I]

Round Six

BeDLAM [W Andrew York, Blue]:

a) (Coleraine) - Strabane
 b) (A70) - L28 - K29
 c) (K29) - J29 - J31 - Cork; (J31) - J32 [-5 M]
FUER [Leif Kjetil Tvbberg, Red - **NMR!**]
 a) (H13) - G14 - F13 - Westport; (L45)-Larne
 b) (B63) - B64 - Tipperary
 c) (N25) - Limerick; (B64) - B66 [-1 MULCRC]

BOLLOCKS [James Hardy, Yellow]

a) (C49) - A48 - N8 - M8
 b) (M8) - M7 - Dunegal; (C58) - C59 - D59
 c) (D59) - G61 - G63 [-1 FUER]
MULCRC [Michael Pargman, Green]
 a) (Portadown) - L49 - M49 - M48
 b) (M48) - M47; (I63) - J63 - Wicklow [-2]
 c) (H63) - I64 - I65 - J65 - Wexford.

Errata: The FUER c build was (E60) - E61 - C62 - [Jump] - B63.

cmp	bal	cities	track	races	rentals	bal
MULCRC	82	+ 6	+ 4			= 92
BOLLOCKS	58	+ 6	0			= 64
FUER	45	+ 6	+ 1			= 52
BeDLAM	28		- 5			= 23

Press [James Joyce's Women]:

BOLLOCKS - **MULCRC**: I had to scrap it 'cos some bloody Swede got in the way.

Races for round 7:

1. 54 Waterford - 16 Bangur
2. 23 Derry - 14 Belfast
3. 45 Tipperary - 55 Cork
4. 41 Tralee - 64 Dublin
5. 24 Strabane - 31 Westport
6. 32 Sligo - 62 Drogheda

Enter up to 4 races. After that you may build up to 10 points of track (excluding payment to rivals), paid for from balance.

Gandhi [1353IN] - Round Ten

Run 20: 1st Hi-Mom/HRTI 20 (48)
 2nd ARC 10 (66+1)

Run 22: 1st Hi-Mom 20 (12) -1 Tvico
 2nd Tvico 10 (14)

Run 23: 1st ARC 16 (27)
 2nd Tvico 9 (28) -3 ARC
 3rd HRTI 5 (39) -2 ARC

Run 24: 1st ARC 20 (21)
 2nd Hi-Mom 10 (36)

Run 25: 1st HRTI 30 -6 Hi-Mom

Run 26: None!

Run 27: 1/2 HRTI 15 (47) -2 ARC
 1/2 ARC 15(52+1) -1HM, -1 HRTI

Run 28: 1st HRTI 16 (16) -2 ARC
 2nd ARC 9 (21)
 3rd Hi-Mom 5 (24) -4 Tvico

Press: None!

Races for round 11:

26. 23 Bombay - 55 Madras ("Free" run)
29. S2 Kashmir - 21 Ahmadabad
30. S3 Nepal - 33 Agra
31. 54 Vijayawada - 11 Delhi
32. 53 Hyderabad - 42 Bhagalpur
33. 13 Amritsar - 36 Varanasi
34. 65 Madurai - 22 Bombay
35. 63 Mangalore - 46 Cuttack

cmp	bal	cities	track	races	rentals	bal
ARC	216			70	+ 6=	292
HI-MOM	168			45	- 2=	211
HRTI	151			76	- 9=	238
TVICO	157			19	+ 5=	181
CRC&T	OUT					=

Note: Enter up to 4 races + Race 26 (if you want). Build up to 6 points of track.

Both Tvico and HRTI did NMR! I hope they will be back next turn...

All About Eve [HotW]– Not Epoch V

I have not received any orders from neither Leif Kjetil nor Nicklas Hjalmarsson. The game is held over until next issue. Sorry about that.

A reminder about the next round:

EPOCH V EMPIRES AND EVENTS (IN ORDER OF PLAY)

JUPITER	Franks	Leader/Disaster
SATURN	Vikings	West African Kingdom
PLUTO	Holy Roman Empire	Weaponry
VENUS	Chola	Crusade
URANUS	Sung Dynasty	Thai Kingdom
MERCURY	Seljuk Turks	Elite Troops
NEPTUNE	Mongols	Minor Empire: Fujiwara

Last Emperor [1388 CH]**Round Six**

MaTS [W Andrew York, Purple]:

- a) (Sian) - D45
- b) (D45) - E45
- c) (E45) - G44 - Lanchow

RR [Brad Martin, Red]

- a) (D64) - Z22 [-1 MaTS]
- b) (Z22) - Y22
- c) (Y22) - Wuhan; (F53) - E53 [-1 MaTS]

MAO [Leif Kjetil Tviberg, Black - NMR!]

- a) (X10) - T8
- b) (T8) - Chungking; (Shenyang) - Z71
- c) (T8) - U8 - Chengtu

OMR [Mark Stretch, Yellow]

- a) (Nanchang) - R25 - R26 - Q27
- b) Q27) - P27
- c) (U65) - W65; (P27) - O28 - O29 [-1 MAO]

KLT [Michael Pargman, Green]

- a) (Y29) - Y30 - Hangchow; (O14) - K12
- b) (F19) - E19
- c) (K12) - K11 - L10 - Kweiyang; (E19) - C18

cmp	bal	cities	track	races	rentals	bal
KLT	59	+6				= 65
MaTS	56	+6	+3			= 65
RR	51		- 2			= 49
MAO	28	+12				= 40
OMR	26		- 1			= 25

Press [Last Emperor]:

WAY-GM: Shouldn't I be plus 1 for OMR's build into F59?

GM: It was evened out by your build into P60.

Races for round 7:

1. S5 North Korea - 41 Shanghai
2. S3 Mongolia - 54 Kumming
3. S5 Nanning - 34 Yinchwan
4. 44 Wuhan - 62 Henyang
5. 63 Foochow - 26 Nanking
6. 32 Taiyuan - 14 Chinchow
7. 13 Shenyang - 24 Chengchow

Enter up to 4 races. After that you may build up to 10 points of track (excluding payment to rivals), paid for from balance.

Ben-Hur [Faith&Sword] - Round Five revisited

This round has been a *very* long one... As there was some errors last time and as I have not received any orders from Leif Kjetil I will hold over the game one turn (once more), sorry about that.

I have orders on file from everyone else, but you may of course change these orders if you wish.

Anyway, back to the errata/complaints:

Ingvar: "I claim I had 2 Pagans in Podolia and then the Schamanist cannot move his priests like he did but 5 (I think) will be locked in the Baltic Countries."

((*Ouch, you're correct.*))

"I have almost the correct number of thirds, i.e. 37. Should be 38. It is almost only the map that is incorrect."

((*According to my notes you have Pagan thirds in 13 areas, 3 in all but Norway (PPL) and Poland (PPS). That gives a grand total of 37.*))

So, everyone should change their maps in PG #101 to show SSS in Podolia instead of SSS.)

"You wrote in the latest Pax that it is not possible to convert any other religion then the one you have a Holy War with. I haven't been able to locate that in the rules. Is it correct?"

((*Quoting from section III.6 in the rules:*

"During a holy war, the warring military units can kill all the priests of the affected religion they met. However, they can not murder any priest of any other religion.

Then, if conversion is possible, the player can convert 2 thirds of that religion, instead of only 1, but no population of any other religion can be converted. ")

Jean-Yves: "First, you must notice that one of my priests is dead in Cyrenaica. You didn't write this in the "religious orders" column, but you took the death into account in the table since you mark that 4 of my priests are dead."

((*I have corrected that. The new religious orders look are presented below together with the new Religious Chart:*))

Religious orders

Muslims [I]: Jean-Yves Priou

Qualif Sahara © U	2 Tibesti x
5 Nefoud © N ♫	3 Persia © Z ♫
3 Seistan © Z ♫	2 Cyrenaica © H ♫

Paganists [L]: Jean-Yves

2 Friesland Norway © P ♫

Shamanists [S]: Brad Martin

Sorcerer Bohemia © PP

1 BalticC © P | 4 BalticC x

4 Carpathians x

Donatists [D]: Brad

1 Mauritania x ♫ [enemy unit]

Monophysists [H]: Peter Lund

Patriarch Media © Z

2 Palestine © J » Nefoud © M ♫

3 Palestine x

2 Sahara cU[RL] ♫ | 3 Numidia © U

Orthodox [O]: Peter

1 Mesia x

8 Lathium © R ♫

1 Bosphorus x

Catholics [R]: Leif-Kjetil Tviberg

Pope Benevent © O | 6 Africa © H ♫ 5 Baetica © A

Nestorianists [N]: Leif-Kjetil

2 Tarim x

Mazeds [Z]: John G Robillard

Arhmagus Bosphorus © OO [HW]

9 Mésopotamia x

2 Caucasus x | 1 Ural x

Arianists [A]: John

No priests

Pagans [P]: Ingvar Gräns

Son of Wotan Russia © S

6 Russia c S

1 Skaggerak c S | 3 Saxony x

1 Podolia © S | 1 Pomérania © U

Manicheans [M]: Ingvar

No priests.

((The new religious chart looks like this:))

Religion	R	P	S	I	Z	O	H	U	A	D	L	M	N	J
Last total	32	37	20	24	31	24	32	14	1	2	3	2	4	8
Conversions	+2	+0	+1	+4	-1	-2	+2	-4	-1	+0	+1	-2	+0	+0
New Total	34	37	21	28	30	22	34	10		2	4		4	8
Priests: Before	11	12	9	15	12	10	16		0	1	2	0	2	
Dead priest	+1	+0	+0	+4	+0	+2	+2		+0	+1	+1	+0	+0	
New priest	+6	+7	+4	+5	+6	+4	+6		+0	+1	+1	+0	+0	
Priests: After	16	19	13	16	18	12	20		0	1	2	0	2	

((Another "Bill joke":))

The chairman of Microsoft was out in his private car, driven around by his private driver. Bill has just received his latest cars so decides he wants to drive some and convinces his driver that he should drive instead. After some arguing the private driver sits in the back of the car and Bill drives instead.

Bill drives too quickly and in a sharp turn he drives of the road. The Police is quickly there and notice that the people in the car has not been hurt although the car has taken quite a lot of damage. One of the police men phones up the chief of Police:

"Chief, you must come and see this. A very important person has crashed here."

"An important person has gone of the road here."

"Important? Who? A bank director, or a local politician?"

"No, much more important!"

"Really? A senator or a TV host?"

"No, much much more important!!"

"The president of the USA or the Pope?"

"Well, I don't know who he is but he has Bill Gates as his private driver!"



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